

A Next-Generation Driver for the Simple Cloud Resolving E3SM Atmosphere Model (SCREAM)

A.S. Donahue and P.M. Caldwell 2019 AMWG Winter Meeting



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What is SCREAM?

- A Global Cloud-Resolving Model (∆x=~3 km):
 - Explicitly resolves convective events
 - Provides sufficient parallel work for next-gen machines without hitting strong-scaling limit where GPUs don't help (see figure)
- Written in templated C++:
 - Removes legacy code, enables use of GPUs via Kokkos library, and attracts computer scientists
- Simple:
 - Improves computational efficiency
 - Makes C++ port tractable







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the SCREAM next generation
Atmospheric Driver (SCREAM-AD)

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What is the Atmospheric Driver?

- Controls the coupling of atmospheric processes.
- Controls the passage of information between atmospheric processes.
- Controls the import/export of data from the atmosphere to the other model components.
- Interfaces with the input/output routines.





Current E3SM/CAM paradigm

- Actual atmospheric processes are buried beneath multiples layers of abstraction
 - makes changing process order, coupling approach, or adding new parameterizations difficult
 - makes the run sequence confusing
- Different processes require different information, limiting code reuse:
 - Dynamics needs both states and tendencies from physics.
 - Physics receives only the state from dynamics.
 - Only tendencies are passed between parameterizations.







SCREAM Atmospheric Driver

- Uses a generic **atmospheric process class** for both dynamics and physics which is responsible for:
 - The import and export of surface fluxes
 - Interfacing with the set of atmospheric processes
- This simpler paradigm allows for:
 - Straightforward changes to process order
 - Switching between parallel & sequential splitting
 - Easy addition of new parameterizations
- Enables consistent passage of information between processes:
 - Only the model state will be passed in and out of atmospheric processes







Atmospheric Process Class

- Provides consistent infrastructure for all processes
- Each process has init, run, and finalize methods
- Parameterization portability is enabled by using an 'interface' layer to convert input/output between AD- and parameterization-specific data structures







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How data is passed around currently





Field Manager (FM)

- Like PBUF, FM will associate variables with pointers to memory.
- FM will handle <u>all</u> AD variables, including prognostic state variables.
 - Only the AD layer will be able to change prognostic state variables.
- FM will only be accessible by initialization and parameterization-interface layers.
 - As a result, all input/output to parameterizations must be passed as input and/or output.
- FM will include new tools to:
 - track where variables are used
 - identify where variables are changed





How data will be passed around in SCREAM FM







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Conclusions

- The SCREAM-AD maintains the good properties of CAM/E3SM's driver logic but simplifies and improves things where possible.
- Our **atmospheric process** class streamlines the interface between the atmosphere model driver and the individual processes.
- A new field manager class improves on the current physics buffer structure by
 - simplifying the interface between processes and variables.
 - Insulating parameterization code from model infrastructure, facilitating unit tests and portability.



